

Myth II: Soulblighter Playable Demo (version 1.8)

This demo offers but a taste of the endless 3D Real Time carnage that is, Myth II: Soulblighter. It includes a tutorial, four levels from the single player campaign, and two multiplayer maps.

THE FULL VERSION INCLUDES:

- An epic 25 level single-player campaign complete with animated cut-scenes, narration, and an original musical score.
- Over 20 unit types for you to command. We've brought back Trow, Soulless, and Berserks (to name a few) from Myth: The Fallen Lords, plus added new units such as Warlocks, Mortar Dwarves, and Ghosts. With the inclusion of ambient creatures (wolves, deer, and others--oh my!) the world of Myth is more alive than ever.
- 20 network maps configured for all the good ol' Myth TFL net-games ("Steal the Bacon," "Body Count," etc.) as well as 4 new net-games: "Assassin," "Stampede," "Hunting," and "King of the Hill."
- The mapmaking tools, Fear and Loathing, so that you can create your own maps filled with unique objects, sounds, artifacts, and units.
- Ability to play virtually hundreds of community-released maps and campaigns, which expand on the game using Myth's excellent plugins system. Some of these literally change Myth II into a completely new game, like the WW2 plugins.

PROJECT MAGMA

The updated demo was created by Project Magma in order to bring it up to date with the current full version of the game. Project Magma is a dedicated group of artists, programmers, and gaming fanatics committed to updating and extending the Myth series of games originally written by Bungie Game Studios. For more information on Project Magma, as well as an area to submit your feedback and get technical support, visit Project Magma's website at:

<http://projectmagma.net/>

THE INTERFACE

To begin playing a single-player game of Myth II, click the New Game button on the main menu.

When the level begins, a brief message describing the objective(s) of the level will appear in the middle of the screen.

STATUS BAR

At the top of your screen is the status bar. When you select a single unit, the name and type of that unit are displayed in the Status bar, along with some background information on that unit. When multiple units are selected, the names, types, and quantity of units will appear in the status bar. The brief paragraph of descriptive text will not appear.

On the right edge of the status bar is a large square button, often called the "pause" button. If you click this button, you will be given a chance to revert to a saved game, restart the current level or quit the game entirely. You can access this same menu by pressing the Escape key.

Also at the right edge of the Status bar is a small triangular button. This controls the overhead map. For more information about the overhead map, see below.

ACTION WINDOW

This window consists of everything underneath the status bar. This is your window to the battlefield, and you can look at different parts of the battlefield by moving the camera. The action window is where all the actual combat takes place.

OVERHEAD MAP

To the right of the pause button in the status bar is a small triangular wedge. Clicking this wedge toggles the overhead map on and off. You can also toggle the map by hitting your Tab key. If you hold Shift and click drag on the the overhead map, you can increase/decrease the size of it.

The overhead map appears in the upper right corner of the action window. It is a semi-transparent, top-down view of the battlefield. Your units appear as green dots. Enemy units appear as red dots. Friendly units (non-player characters like villagers, or teammates in network games) appear as blue dots. A yellow trapezoid denotes your current camera position. The arrow in the trapezoid denotes the direction your camera is facing.

Clicking a spot on the overhead map will instantly move your camera to that spot in the Action window. Clicking the right mouse button (Option-click on the Mac) on the overhead map will send your troops to that location. Pressing F8 will display team colors for units on the map.

CONTROL BAR

The control bar appears at the bottom of the screen. It can be toggled on and off by pressing shift + F6.

On the left of the control bar is the Whisper button, which you can use to type private messages to your teammates during network games. The Stop button will halt a moving unit; the Hold button will cause selected units to stand guard.

The Scatter button sends selected units scurrying away from their current location; the Retreat button will cause them to run from the nearest enemy. The Special button will allow the unit to use its Special Ability, if it has one.

To the right of these keys are formation buttons. Clicking one of these buttons and then clicking on the ground will assemble selected units in the appropriate formation.

All of these commands have keyboard equivalents. See below.

KEYS

Please note that you can change the commands assigned to the keyboard in the Preferences menu. The keyboard commands mentioned in this section are just the default settings; we like them, but you're free to change them.

CAMERA

Myth II's advanced 3D engine allows you to move the camera independently of your units. Clever players will exploit this feature to see as much of the landscape – and the enemy's forces – as possible.

FORWARD/BACK

These keys move your camera back and forth in a straight line. The default Forward key is W. The default Back key is S.

PANNING LEFT/PANNING RIGHT

These keys move your camera sideways while keeping it pointed straight ahead. The default Pan Left key is Z. The default Pan Right key is X.

ORBIT LEFT/ORBIT RIGHT

These keys keep your camera trained on a single spot while making a full 360–

degree circle around it. The default Orbit Left key is Q. The default Orbit Right key is E.

ROTATE LEFT/ROTATE RIGHT

When using these keys, your camera remains in the same spot but your point of view moves sideways across the landscape. The default Rotate Left key is A. The default Rotate Right key is D.

ZOOM IN/ZOOM OUT

You can zoom the camera in to get a better look at the bloody remains of your enemies, and zoom back out to get a look at the battlefield around you. The default Zoom In key is C. The default Zoom Out key is V.

CENTER

You can center the camera over a selected group of units by hitting H.

MOUSE

You can also use the mouse to move the camera back, forward, left and right. Using the mouse, move your cursor to one of the four edges of the screen; the camera will move in that direction. You can also orbit the camera by pushing the mouse to the lower left/right corners of the action window, or rotate it by moving the mouse to the upper left/right corners.

If you're accustomed to the mouse controls in Myth: The Fallen Lords and don't want the corners to rotate the camera, go to the preferences and turn off mouse controlled camera rotation.

FUNCTION KEYS

The function keys at the top of your keyboard have the ability to modify some of Myth's preferences on the fly, while you are playing the game.

F1 – Decreases game speed to a minimum of 1/4 times normal speed for single player and Stopped for films.

F2 – Increases game speed to a maximum of 64 times normal speed for single player and films.

F3 – Turns the sound volume up.

F4 – Turns the sound volume down.

F5 – Toggles the Auto Camera on/off.

F6 – Toggles the status box at the top of the screen on/off.

Shift + F6 – Toggles the control bar on/off.

Ctrl + F6 – Toggles the semi-transparency of the status and control bars.

F7 – Brings up stats during multiplayer games.

F8 – Toggles team colors on the overhead map (net-games only).

F9 – Does nothing.

F10 – Highlights all of your visible units. The Caps Lock key does a similar thing but toggles is on/off. It can be changed in control preferences.

F11 – Turns landscape filtering on/off in Software rendering. Toggles Detail Textures on/off in OpenGL rendering if the preference is on. The Page Up key does the same thing.

F12– Same as F5.

Selecting shift while clicking a function key sets that attribute to its maximum value. For example, shift + F3 turns the sound off, while shift + F4 increases

the volume to 100%.

SELECTING UNITS

Before you can give your troops orders, you must learn how to select them.

SELECTING INDIVIDUAL UNITS

To select a single unit, click it once. A yellow box will appear around this unit. While the yellow box is visible, this unit will actively respond to your commands.

SELECTING MULTIPLE UNITS

To select all nearby units of a given type (for example, all of your archers), double-click on one unit of that type. While these units are selected, they will respond as a group to any commands you give them.

You can select multiple units of different types (for example, one Dwarf and two Warriors) by Shift-clicking: hold down the Shift key and click on each individual unit to select them. You can also de-select a unit by Shift-clicking on it, or by hitting the Deselect key. The default Deselect key is the Backquote/Tilde key (~).

You can also select multiple units with a technique known as "band selection." Click and hold the mouse button on spot on the ground, then drag the cursor across the screen while holding down the button. A yellow box will appear onscreen, growing and shrinking as it follows the cursor's movement. When you release the mouse button, all of your units within the yellow box will be selected.

You can select all of your visible units by hitting the Select All key. The default Select All key is Enter/Return. Pressing the select all key again will deselect all units.

PRESET SELECTIONS

Myth II allows you to easily create custom preset groups of mixed types (i.e. 2 Archers, 2 Dwarves and 6 Berserks). Assigning presets is like setting stations on a car stereo. Select the units and hit Alt (on PCs) or Command (on Macs) and one of the ten number keys to create a custom preset. Make sure you hold the Alt/Command and number keys for a second or two for the preset to "set." From that point on, you can select all units in that preset by hitting Alt/Command and the number you assigned to it. You can cycle through presets using the F key, and to clear them use BackSpace (on PCs) or Delete (on Macs).

COMMANDING UNITS

MOVING

Select a unit, then click on a spot of ground. The unit will move to that spot and await further orders.

MOVING TROOPS USING THE OVERHEAD MAP

You can order your troops to move anywhere on the visible portion of the overhead map by selecting the units and right-clicking (PC) or pressing option and clicking (Mac) on the overhead map.

WAYPOINTS

Waypoints are a somewhat advanced technique that lets you tell your troops what route to take to their destination. With a group of troops selected, designate waypoints by holding the shift key while clicking on the ground. Yellow circles will appear, indicating the path your troops will take. You can designate up to four waypoints before clicking on the unit's final destination.

PATROLLING

You can make your troops patrol waypoints in one of two ways. After setting up to four waypoints, while still holding down the Shift key, click on the first point you designated. Units will travel the points of the route and circle back to the first one, cycling indefinitely. Conversely, after setting the points you can click on the last point, and units will stop at each end of the route, reverse direction, and travel back, cycling indefinitely.

STOPPING

To immediately stop a selected unit or group, hit the Stop key. The default Stop key is the Spacebar.

ATTACKING

Select a unit, or units, then click on an enemy unit. A red box will flash around the enemy, indicating you have targeted him. Your unit will attack the enemy unit until he is killed, the enemy is killed, or you give him other instructions. Units that use projectile attacks, such as Dwarves or Bowmen, may actually need to move back if their target is too close.

Sometimes it's useful to have a projectile unit attack a piece of ground. For example, if enemy forces are storming right over the carpet of satchel charges your Dwarves placed earlier. To do this, select the unit, hold down the Control key, and click the spot on the ground you wish to attack.

HOLDING

When you move a unit to a certain area, he will stay there and await further instructions – unless he is attacked, in which case he will chase down his attacker. If you would like a unit to move to a spot and remain there no matter what, use the Holding function. Select a unit, click the spot where you want him to stay, then hit the Hold key. He will stay rooted to the spot (although he will attack any enemy who wanders into range). The default Hold key is G.

If a projectile unit is attacked, he will not stay in place, but will retreat to a safe distance and open fire.

SCATTERING

It is often useful to scatter a tightly clustered group of units when they come under attack from dwarves or other enemies with massive destructive potential. To quickly scatter a group of units, select them and hit your Scatter key. The default Scatter key is B.

RETREATING

Sometimes fighting to the death is not an option...not a smart option anyway. Select a unit or group of units and hit your Retreat key; they will retreat from the nearest enemy. The default Retreat key is R.

UNIT ORIENTATION AND FACING

It's important to control the direction your units are facing. Formations are oriented by the direction in which characters are facing, and units looking the wrong way will die quickly if an enemy approaches from the rear.

For this reason, you can control their facing by selecting a formation and hitting the left or right arrow key to rotate the entire formation to the left or right. Even before units have arrived at the area you want them to form up, you can fine-tune the direction they'll face when they get there.

UNIT FACING

Select a unit, hold the mouse button, and drag in the direction it should face.

FORMATION FACING

Select a unit, or units, then click on the ground with the right mouse button (PC) or option + click (Mac), and drag in the direction you want them to face.

FORMATIONS

Formations are incredibly important in Myth II: Soulblighter. Orienting your troops in different formations allows you to strike effectively, rather than as a mob. You will need to learn how to use formations if you expect to hold your

own in a network game.

There are ten preset formations that correspond to the ten number keys at the top of your keyboard. Following is a description of each.

- 1 - Short Line: Units will line up four abreast.
- 2 - Long Line: Units will line up eight abreast.
- 3 - Loose Line: Units will line up four abreast, but spaced widely.
- 4 - Staggered Line: Units will assume a staggered line.
- 5 - Box: Units will move in a perfect square.
- 6 - Rabble: Units will spread out in random positions.
- 7 - Shallow Encirclement: Units are in a wide, shallow arc.
- 8 - Deep Encirclement: A tighter, smaller arc.
- 9 - Vanguard: A V-shaped formation.
- 0 - Circle: Units form...er...a circle, facing outward.

MULTIPLAYER

Myth II: Soulblighter is able to connect to a central network game server where players can play and chat online, as well as having the ability to play directly with an opponent using TCP/IP.

MULTIPLAYER GAME SERVERS

Myth II has the ability to log on and play online on one of the several free game servers which allow players from around the world to gather to play Myth net games. The default server configured for the demo version is MariusNet, and players are able to log on and play games in guest mode (simply don't enter a password in the login screen in order to log in as guest). Please keep in mind that the demo version contains only two network maps and four cooperative maps to play on, so it is likely that players using the full version will host games that you are not able to join on other maps (such games will appear red in the game list).

To start playing on a multiplayer game server you must first be connected to the internet. When you are connected, simply launch Myth II, and click the Multiplayer Game button. The Multiplayer Game Setup dialog appears. Near the top on the right hand side will be the logo of the active game server (by default, this is MariusNet). Click on this icon to select it, then fill out the following fields:

PLAYER NAME

Enter the name you will use during gameplay here. It doesn't have to be your real name; fanciful names like "Ungar The Bloodthirsty" are wholeheartedly encouraged.

TEAM NAME

Only necessary when playing in a team game. Again, you can name your team whatever you like, and the more creative your name is, the better.

PLAYER ICON

Each player has an icon that appears beside his or her name in player lists, making it somewhat easier to differentiate players. Click and hold the mouse

button on the icon to bring up a menu of available player icons. Highlight the icon you want and let go of the mouse button to select it.

COLORS

You can choose a primary and secondary color for your forces. The clothing or flesh of your units will take on these colors, making it easy for you to see which troops on the battlefield are yours.

To select a color, click that color in the color wheel. You can make the color lighter or darker by clicking on the color bar to the right of each color wheel.

If two players in a network game have selected the same colors, the game will automatically reassign a new color to one of those players.

LOGIN AND PASSWORD

If you already have registered for an account with the game server, you may enter your login name and password here, otherwise you should leave one or both of the fields blank, which will log you in as guest.

Click the Login button and you should soon be connected to the game server.

THE MAIN GAME SERVER SCREEN

After logging on to the server, you'll arrive at the main game server screen. Here you can chat with other players and find opponents for network games.

ROOM BANNER

At the top left corner of your screen is the room banner. Click on this banner and hold down the mouse button for a list of all available rooms. To change to another room keep the mouse button down and move the cursor so that it highlights another banner. Release the mouse button and you'll be taken to the selected room.

To the right of the room name there are two numbers- the top number (next to the skull) is the total number of players in the room. The bottom number (next to the axe) is the total number of open and closed games being hosted in the room.

PLAYER LIST

Beneath the room name is a Player List

To the right of the room name are two buttons:

NEW

Click New Game to create a new network game. It will appear in the list of available network games directly beneath the four buttons. If you'd like to change the parameters of a game, click Options.

JOIN GAME

Select a game from the list of available games directly beneath these four buttons and click Join Game to enter that game. You can also double click a game to join.

When you join a game the buttons under the player list will change to:

JOIN TEAM

Highlight a player name and click this button to join that player's team.

LOCK/UNLOCK TEAM

Click Lock Team to prevent any other players from joining your team. The button will change to Unlock Team, which you can click if you change your mind later.

BOOT FROM TEAM

Click on a player and use this button to remove him from your team.

MULTIPLAYER GAME OPTIONS SCREEN

If you create a game, you will be taken to this screen to set the parameters of the game you're about to play.

NAME

The name that will appear in the list of available games.

PASSWORD

If you only want certain people to join the game you're in, enter a password here and give that password to the players of your choice by whatever means you prefer.

LEVELS

The menu on the far left side of the screen allows you to select the map you'll play on. If you check the Use Single Player Levels checkbox, you'll also be able to play cooperatively on the maps from the single-player scenario.

GAME TYPE

Allows you to choose what kind of multiplayer game you'll play.

DIFFICULTY LEVEL

This menu lets you set the difficulty of the game. This mostly affects games played on the single player (or cooperative) levels.

HOST IS OBSERVER

Enabling this check box will allow the host to watch the entire battle without controlling any troops, and without affecting his rank.

PLAYER LIMIT

Allows you to set the maximum number of players in your game. The most players you can have is 16. (14 for cooperative games)

TIME LIMIT

Allows you to set the length of the game. Multiplayer games can be set for up to 450 minutes long.

PLANNING TIME

If this box is checked, players will have an additional amount of time to scope out the map and plan their strategy. You can increase or decrease the length of the planning time using the arrows to the right of this option. The maximum planning time is 10 minutes.

ALLOW UNIT TRADING DURING PLANNING TIME

If this box is checked, players will be allowed to exchange the units they start with for more desirable units. See the Unit Trading section for info.

ALLOW VETERANS FROM LAST GAME

If this box is checked, surviving units from your current multiplayer game will join your force in the next multiplayer game. This can be a real boon if the units have built up a great deal of experience. Veteran units will also be seen in cooperative games if the map was designed that way.

ALLOW ALLIANCES

Checking this box gives you the ability to ally with players during the course of the game.

To ally with another player, hit the + key while playing. A numbered list of other players appears; type the number of the player you wish to ally with. To break an alliance hit the key again and select the number corresponding to your ally (yes, back-stabbing an ally is acceptable...and wholeheartedly encouraged). Allied units will not appear as enemies to your own units.

ALLOW TEAMS

Checking this box allows players to team up and fight cooperatively against other teams or another player, rather than pitting all against all.

SHOW ENEMY ON MAP

When this is turned on, enemy units will appear on the map as usual. When it's

off, you're flying blind.

MAXIMUM NUMBER OF TEAMS

If this box is checked, you can set a limit of how many teams are allowed.

PLUGINS

If you have any additional maps for Myth II, you can simply drop them in your plugins folder (inside your Myth II directory) and they will show up in your map list. (** Not active in the Demo)

THE PRE-GAME CHAT

After creating a new game, or joining an existing game, you'll be transported to a screen similar to the main game server screen, also known as the pre-game chat. The list of players is still on the left, but now there are only those players who have joined the game. To the right, the list of available games is replaced with a map of the level and a description of the game parameters. The chat function at the bottom of the screen works the same as on the main game server screen. The buttons at the top of the screen are different:

BOOT PLAYER

Select a player from the list and click this button to kick him out of the game and onto the main game server screen.

JOIN TEAM

Select a player, and click this button to join that player's team.

CLOSE GAME

Remove the game from the list of available games to prevent additional players from joining. The button then changes to Open Game in case you change your mind later.

OPTIONS

Allows you to change the parameters of the game.

START GAME

Begins gameplay, after all players who want to join have hit the Ready button.

LEAVE GAME

Delete the game from the list of available games and drop everyone back to the main game server screen. You can also use the Esc key for the same effect.

TCP/IP

At the Multiplayer Game Setup dialog, click the "Other" box. Beneath it, highlight the "TCP/IP (Internet)" option and click the OK button.

You will now see a screen that allows you to create or join TCP/IP games. On the right side is a list of games available for you to join; double-click a game name to join it. If you'd like to create your own game, fill out the following fields on the left side:

NAME

This name will appear in the list of available games.

PASSWORD

If you only want certain people to join a game, type a password in this box and only distribute it to the people you would like to include in your game.

CREATE GAME

Clicking this will create a game using the Name and Password supplied.

PORT

The port on which the game will be created. Unless you know what you're doing, it's usually best to leave this set to 3453.

JOIN BY ADDRESS

By checking this box, you'll be able to link up over the Internet for network games with a machine that is not on your local network. Enter the host machine's IP address in the field below. Note that you must set up a connection to your ISP before launching Myth II for this to work. It works best with dedicated Internet connections (cable modems, T1 lines, etc.).

Once you have created or joined a TCP/IP game, the game progresses as described above.

COMMUNICATION DURING MULTIPLAYER GAMES

THE WHITEBOARD

During network games – especially team games – you may find it useful to draw up a battle plan on the overhead map. Small pencil and eraser icons will appear beside the overhead map during multiplayer games. Clicking on the pencil puts the map in draw mode. Click on the pencil icon with your mouse, then click and hold the mouse button to draw on the overhead map. Clicking on the pencil again turns off draw mode. Clicking the eraser icon clears the map.

YELLING

YOU CAN SEND MESSAGES TO TEAMMATES AND OPPONENTS DURING A GAME. HIT THE YELL KEY THEN TYPE YOUR MESSAGE AND HIT RETURN/ENTER. YOUR MESSAGE WILL APPEAR AT THE BOTTOM OF EVERY PLAYER'S SCREEN. THE DEFAULT KEY IS SHIFT-Y.

whispering

You can also whisper to your teammates during team games using the Whisper key. The default Whisper key is Y.

UNIT TRADING

If you have clicked the Allow Unit Trading checkbox in the Game Options screen, you can exchange some of your units for others at the beginning of a multiplayer game. Trading can only occur before any of a team's units have moved. To trade, consult the scoreboard that will appear at the top of the screen during planning time. Each unit is worth a certain number of points. Click the down arrow next to a unit type to remove one of those units from your force. Your available points will increase accordingly. You spend points by clicking the up arrow next to another unit. If you have enough points, you will add another of those units to your force.